



**IFA New England’s Memorial Day Invitational
(May 24th – May 27th, 2024)
1 Marina Park Drive, Boston, MA 02210**

- **Tournament Coordinator:**
 - Dante Pineiro Torres – dpineiro@ifanewengland.com; 787-292-9256
- **Tournament Headquarters:**
 - Marlborough, Taunton, MA

| Age Groups | U8-U10 Boys and Girls | U11-U12 Boys and Girls | U13-U16 Boys and Girls | U16-U19 Boys and Girls |
|-------------------------------|--|--|--|--|
| Format | 7v7 | 9v9 | 11v11 | 11v11 |
| Roster Size | 14 Players MAX | 16 Players MAX | 20 Players MAX | 20 Players MAX |
| Referees | Quality officiating each game | Quality officiating each game | Quality officiating each game | Quality officiating each game |
| Game Length | 30 minutes each half | 30 minutes each half | 35 minutes each half | 40 minutes each half |
| Games per Team | Minimum 3 Group Games + Chance to play Playoff games | Minimum 3 Group Games + Chance to play Playoff games | Minimum 3 Group Games + Chance to play Playoff games | Minimum 3 Group Games + Chance to play Playoff games |
| Over-Time Semis/Finals | Two 5-minute halves then PKs if needed | Two 5-minute halves then PKs if needed | Two 5-minute halves then PKs if needed | Two 5-minute halves then PKs if needed |
| Location | Central, South Shore, MA | Central, South Shore, MA | Central, South Shore, MA | Central, South Shore, MA |

- **Check In:**
 - ALL Teams – MUST check in online in their event registration.
 - Teams are allowed 5 guest players, but they must be written in on the Roster. Their waiver documentation must be provided.
 - Roster – the roster being used prior to game must match roster uploaded at check in online.
 - Player pass:
 - A player can only play on two teams in the same club. Must be pre-registered on both rosters (can be written in as guest).
 - A player CANNOT play in two teams in the SAME BRACKET.
 - NO PLAYER can play for two different clubs in the same event.

- Player verification: the referee may require that both teams provide two copies of your Official roster.
 - Verifying players: If asked, referees must inspect the players identify with the players' photograph on their roster.
 - **Must have a valid player pass – otherwise will not be permitted to play.**
 - Disagreement in data: If there is a discrepancy in a roster, the player shall not be allowed to play in the match – the referee is to retain the player pass in question and report to tournament directors.
- **Home/Away Teams:**
 - Teams will be determined by the online schedule in GotSport and in the GotSport Match Cards.
 - In playoff games, the referee will determine the home and away team via coin flip.
 - If there is a uniform clash between teams, the designated home team will be required to change.
- **Laws of The Game:**
 - All matches will be played in accordance with FIFA Laws of the Game.
 - Qualified USSF officials will officiate each game. All 7v7, 9v9 games will be officiated by a central referee, while all 11v11 games will be officiated by one central referee and 2 assistant referees.
 - **Heading Rules:**
 - Heading is allowed for players U12 and older. For younger age groups, if in the opinion of the referee a player heads the ball intentionally, the restart is an indirect free kick for the opposition. If a player plays “up” an age division, that player will play by the age group rule.
 - **Substitutions:**
 - Subs can be made at any stoppage with the consent of the central referee. Unlimited re-entries are allowed for all age groups.
 - 7v7 Games:
 - The goalkeeper cannot dropkick or punt the ball.
 - The midfield line will serve as the build-up line for all games.
 - Opponent must retreat to midfield on Goal Kicks.
- **Advancing to Finals:**
 - Group winners are determined by the total points earned within their bracket (Win = 3 points, Tie = 1 point, Loss = 0 points). In the event of teams being equal in points within their group after the qualifying games, advancement to championship play will be determined according to the following:
 1. **Head-to-Head**
 2. **Goal Differential** (A 6 goal differential will be used to determine who advances)
 3. **Goals For** (number of goals your team has scored – NOT subject to maximum goal differential rule)
 4. **Goals Against** (number of goals allowed – NOT subject to maximum goal differential rule)
 5. **Most Shutouts**
 6. **Penalty Kicks**

- Maximum Goal Differential – All games will have a maximum goal differential of +6. If a game finishes with a margin larger than 6 goals, the score will be recorded as the actual result. That said, in terms of determining who advances, the +6-goal differential rule will be implemented.
- Should there be a two-way tie to determine who advances, the above rules will be applied until one team is eliminated. In the case of a three-team tie, the head-to-head rule will no longer be applicable, and advancement will be determined by Goal Differential, and so on.
- **Championship Games:** In the event of a tie at the end of regular time, two 5-minute halves will be played in their entirety. There will be no break between overtimes (although the players will change ends). In the event the game is still tied, FIFA's Penalty Kick rules will be applied. Teams will alternate kicks at the same goal, with the goal selected by the referee. Best of five, (or more, if necessary) penalty kicks shall win. All eligible players, including the goalkeepers, must kick before any player may repeat. Only players on the field at the end of extra time will be eligible to take kicks, these players must remain within the field of play after the conclusion of extra time.

If one of the two teams qualifying for the championship game declines to appear, the next highest ranked team in that division, based upon tournament record may be substituted for the team declining to appear. This will be at the discretion of the Tournament Committee.

- **Score Reporting:** IFA New England staff will report scores and upload them online.
- **Team Withdrawals:**
 - Should a team be responsible for the termination of a game due to poor sportsmanship towards the referees, other teams or spectators, the team will forfeit that game. This will incur into a 0-3 defeat for the team responsible.
 - If a team does not show up to a game with the minimum number of players allowed or fails to show, this will result in a forfeit and a 0-3 loss will be recorded.
 - In 11v11 matches, a minimum of seven (7) players constitutes a team and if seven (7) players are present, the game will kick-off.
- **Player Equipment and Safety:**
 - All players must wear protective shin guards in order to play all games. If the referee checks a player and said player does not have the correct equipment, they will not be able to play until they wear the proper piece of equipment.
 - Soft splints or casts, braces, joints, prosthetics and/or soft foam headgear are allowed as long as the referees deems it is not a danger to themselves or other players.
 - Sports spectacles/plastic prescription eyewear are allowed. However, eyewear with glass, metal or sharp edges are not.
 - If a referee determines that a player is wearing equipment that is not allowed, they will be ordered to remove them. If the player fails to remove said equipment, they will not be allowed to return to play.
- **Yellow/Red Cards and Suspensions:**
 - All instances of player/coach/team misconduct will be recorded and reported immediately to the Tournament Directors.

- A player that receives 2 yellow cards in a single game will result in an ejection (Red Card). Players that were ejected (Red card) will not be replaced and will take no further part in that game. Said player will also be suspended for the next scheduled game.
 - Any coach that is shown a Red Card, will no longer take part in that particular game and will also not be allowed to participate in the next scheduled game. They must also meet with the Tournament Officials prior their next game, who will determine the ability of the coach to continue in the tournament.
 - The tournament staff/directors along with the referee, referee coordinator will assess the ejection and decided upon further suspension. The discretion will be solely down to the tournament directors and referee coordinators.
- **Field Marshalls:** Field Marshalls will be present at all fields at our event and have the authority and right to remove uncivil spectators, ejected coaches and players from the field perimeter. Game balls will be submitted by the designated home team.
 - **Tournament Committee:** In the event of conditions beyond the Tournament Committee’s control, final decisions with respect to game cancellations, shortenings or terminations shall lie solely with the Tournament Committee and directors. The Tournament Committee/Directors, in conjunction with the Referees’ Committee/Coordinators, reserves the right to change field assignments. In addition, the Tournament Committee/Directors reserves the right to change sectional and divisional assignments in the interest of fair and balanced competition.
 - **Protests:**
 - A team wishing to protest must do so to the Tournament Coordinator within 30 minutes of the game in question. The formal protest must be made from the head coach of the team protesting and must be made by email to dpineiro@ifanewengland.com. All decisions of the Tournament Coordinator are final.
 - **Weather:**
 - In the case of inclement weather, every attempt will be made to play all scheduled games in the tournament. At the sole discretion of the tournament directors/committee, some games may be declared a 0 – 0 tie and not made up.
 - Should the weather allow us to make up games, the following will be given priority:
 1. Teams that have not yet played a game in the tournament.
 2. Teams that have only played one game in the tournament.
 3. Games that will have a material impact on the final standings.
 4. All other games.
 - The lightning policy for the tournament is as follows:
 - **Personal safety is, and will be, the top priority of the tournament and it will supersede any game situation.**
 - At the first visible sign of lightning (regardless of the estimated distance from the field) all play will be stopped, and players and spectators will be asked to move to a safe location. For all games that were in progress the game clock will continue to run. If time runs out and the game was at or past half time when play was stopped, the result at that point will stand and be declared final.
 - If the game had not reached 5 minutes or less before half time, every attempt will be made to make up the game at a later date and time. However, this may not be possible and will be based upon field availability.

- Play will not resume until 30 minutes after the last visible lightning strike seen (regardless of the estimated distance from the field). When play is resumed, the game, which was scheduled closest to the re-start of play, will begin. For example, if play is stopped at 1:30pm and restarted at 4:30pm, the teams scheduled to play closest to 4:30pm will play, NOT the teams scheduled to play at 1:30pm.
 - Every attempt will be made to make up the 1:30pm game at a later date and time. When play is stopped, or resumed, due to lightning, it is at the sole discretion of the referees and the tournament directors/committee. Both referees and tournament officials will enforce strict adherence to the above policy. No appeals will be allowed.

- **Conduct and Discipline:**
 - **Team & Spectator Conduct** – Players, Coaches, Parents are expected to respect decisions made by all tournament staff including referees, directors, committee, etc. If in the opinion of the referee, a game must be terminated for misconduct of players, bench coaches, or spectators; the offending team could be suspended from further play and will forfeit that game and all remaining games. All previous points earned remain as played.

- **General Rules:**
 - Most of the fields at this event is synthetic and carries with it certain given restrictions. Teams not adhering to these rules, or those of Mass Youth Soccer that have been communicated to teams, may be expelled from the tournament at the discretion of the Tournament Director.

- **COVID Guidelines:**
 - The tournament will be adhering to the COVID Guidelines provided by the State of MA and by MYSA.
 - Please access [MYSA's Recommended COVID-19 Procedures](#) for more information.

- **Refunds:**
 - **Should the tournament get cancelled due to COVID restrictions, all teams will be offered a full refund of their registration fee.**
 - If the entire tournament is cancelled prior to your first scheduled match, Juventus Academy Boston will either partially or fully refund your team should it be cancelled 45 days before the tournament date.
 - **If your team must be pulled out:**
 - Before Brackets are released: Full Refund
 - After Brackets are released: 50% refund or charged 50%
 - After Schedule is released: no refund or charged full amount